

Terms Of Enlistment Frontlines Book 1

Artefact is book one of The Lazarus War, an explosive new space adventure series from one of the brightest new stars in science fiction - perfect for fans of The Edge of Tomorrow, Alien and James S. A. Corey's Expanse series. Jack Campbell, author of the Lost Fleet novels calls it "a gripping read that moves at warp speed." Mankind has spread to the stars, only to become locked in warfare with an insidious alien race. All that stands against the alien menace are the soldiers of the Simulant Operation Programme, an elite military team remotely operating avatars in the most dangerous theatres of war. Captain Conrad Harris has died hundreds of times - running suicide missions in simulant bodies. Known as Lazarus, he is a man addicted to death. So when a secret research station deep in alien territory suddenly goes dark, there is no other man who could possibly lead a rescue mission. But Harris hasn't been trained for what he's about to find. And this time, he may not be coming back . . . Artefact is an action-drenched tale of elite space marines, deep space exploration and galactic empires. Discover The Lazarus War - the thrilling new space opera series from one of the most exciting new voices in science fiction.

An interplanetary battle is renewed in an epic novel of a warring solar system by the author of Ballistic. The war should have been over. But it's not for a group of nationalists grabbing for control. It's been two weeks since a missile with a nuclear warhead tore through the planetary defenses in the most blistering large-scale attack ever committed in the history of the Gaia system. Commander Dunstan Park of the Rhodian navy has been handpicked to command an experimental cruiser that could dictate the course of the escalating conflict. All he has to do is keep the ship from falling into the wrong hands. On Gretia, the powder keg is beyond control. A terrorist attack against civilians draws Idina Chaudhary into a costly battle. It also forces a cautious Aden Jansen back into the fray. Now dedicated to a just cause, he's still keeping his past hidden. The risk of exposing his former alliance could twist not only his fate but also that of his sister, Solveig, heir to the family empire. With no time to waste, Dunstan hits the ground running. But as insurgents threaten the unstable peace, what's ahead for both sides could change the destiny of the Gaia system forever.

An epic, genre-bending, and transformative new series that reimagines World War II with female soldiers fighting on the front lines. World War II, 1942. A court decision makes women subject to the draft and eligible for service. The unproven American army is going up against the greatest fighting force ever assembled, the armed forces of Nazi Germany. Three girls sign up to fight. Rio Richlin, Frangie Marr, and Rainy Schulterman are average girls, girls with dreams and aspirations, at the start of their lives, at the start of their loves. Each has her own reasons for volunteering: Rio fights to honor her sister; Frangie needs money for her family; Rainy wants to kill Germans. For the first time they leave behind

their homes and families—to go to war. These three daring young women will play their parts in the war to defeat evil and save the human race. As the fate of the world hangs in the balance, they will discover the roles that define them on the front lines. They will fight the greatest war the world has ever known. Perfect for fans of *Girl in the Blue Coat*, *Salt to the Sea*, *The Book Thief*, and *Code Name Verity*, from New York Times bestselling author Michael Grant.

By the churning banks of the Ashlit Mire and the crumbled black of a sprawling ruin, the town of Kualabu stands an uneasy watch. As the daughter of one of its most prominent families, Dayang Marchadesch trains to face the dangers of the world beyond the walls while contending with the realities of growing up behind them. Down the southern stretch of the Caustlands there runs a river, and on an island that splits the water's flow there sits a monastery, centuries old: the Presilyo, training ground for certain followers of the Triune Path, raised almost from birth in its service. It is not an easy place to come of age, but Sanyago and his brother Laris will have to find their way through and face the dangers of the life set out for them. Out in the furthest reaches of Earthmarch, Juliaen Draecsl works alongside her family, helping to push the boundaries of her Nation further out into the quartzwood wilds, dreaming of duty and deeper purpose. Lives often collide in unpredictable ways...

When starfighter pilot Simon Dodds is enrolled in a top secret military project, he and his wingmates begin to suspect that there is a lot more to the theft of a legendary battleship and an Imperial nation's civil war than either the Confederation Stellar Navy or the government are willing to let on.

Humankind may have won the battle, but a new threat looms larger than ever before... Earth's armed forces have stopped the Lanky advance and chased their ships out of the solar system, but for CDC officer Andrew Grayson, the war feels anything but won. On Mars, the grinding duty of flushing out the twenty-meter-tall alien invaders from their burrows underground is wearing down troops and equipment at an alarming rate. And for the remaining extrasolar colonies, the threat of a Lanky attack is ever present. Earth's game changer? New advanced ships and weapons, designed to hunt and kill Lankies and place humanity's militaries on equal footing with their formidable foes. Andrew and his wife, Halley, both now burdened with command responsibilities and in charge of more lives than just their own, are once again in humanity's vanguard as they prepare for this new phase in the war. But the Lankies have their own agenda...and in war, the enemy doesn't usually wait until you are prepared. As Andrew is once again plunged into the chaos and violence of war with an unyielding species, he is forced to confront the toll this endless conflict is taking on them all, and the high price of survival...at any cost.

The planet Jupiter, thrown off orbit, is poised to hit Earth in 97 years. Project Ark is humanity's only hope for salvation, and one man, traveling alone, must find a suitable location for the entire population. Major Jonathan Ryan, fighter pilot, is

the one chosen for the unenviable task. With his consciousness transferred to an android, he takes the helm of Ark 1 to search the farthest reaches of space for a new home. He understands the implications of his mission all too well: he will not age, and by the time he returns home all the people he knew will be dead. His lone companion on the quest is the ship's irritable AI. Jon will not only be pushed to the extremes of human exploration, but the extremes of his own psychological limits. The Forever Life follows the solo mission of a resourceful and resilient fighter, as Jon encounters unexpectedly hostile natives on the various planets he visits. He is able to befriend a precious few. But as time goes by, all communications with his superiors gradually cease, leaving him in an eerie silence with more questions than answers. The home he left may have turned its back on him, but his mission still stands: save humanity, even when it refuses to save itself.

This volume represents an early attempt at assessing the Long War, now in its 14th year. Forged in the fires of the 9/11 attacks, the war includes campaigns against al Qaeda, major conflicts in Iraq and Afghanistan, and operations in the Horn of Africa, the Republic of the Philippines, and globally, in the air and on the sea. The authors herein treat only the campaigns in Afghanistan and Iraq, the largest U.S. efforts. It is intended for future senior officers, their advisors, and other national security decision makers. By derivation, it is also a book for students in joint professional military education courses, which will qualify them to work in the field of strategy. While the book tends to focus on strategic decisions and developments of land wars among the people, it acknowledges that the status of the United States as a great power and the strength of its ground forces depend in large measure on the dominance of the U.S. Navy and U.S. Air Force in their respective domains.

The year is 2108, and the North American Commonwealth is bursting at the seams. For welfare rats like Andrew Grayson, there are only two ways out of the crime-ridden and filthy welfare tenements: You can hope to win the lottery and draw a ticket on a colony ship settling off-world, or you can join the service. Andrew chooses to enlist in the armed forces. But as he starts a career of supposed privilege, he soon learns that good food and decent health care come at a steep price.

In a world flooded and irradiated by a nearly forgotten cataclysm from generations passed, all that remains of civilization clings to life in two war-torn, city-sized submarines. For fifty years, the only peace between them had come from separation. Now, young councilwoman Ralla Gattley has uncovered mysteries that will bring these two factions face-to-face, initiating a series of events that will forever change their undersea world. She didn't expect to meet Thom Vargas, a bored fisherman and aspiring drunk who merely wants to climb one rung on the social ladder. Little did he know that single step may well put the fate of the world in his hands.

Love The Hunger Games? Action-adventure thrillers with a dystopian twist? BZRK (Berserk) by Michael Grant, New York Times best-selling author of the GONE series, ramps up the action and suspense to a whole new level of excitement. Charles and

Benjamin Armstrong, conjoined twins and owners of the Armstrong Fancy Gifts Corporation, have a goal: to turn the world into their vision of utopia. No wars, no conflict, no hunger. And no free will. Opposing them is a guerrilla group of teens, code name BZRK, who are fighting to protect the right to be messed up, to be human. This is no ordinary war, though. Weapons are deployed on the nano-level. The battleground is the human brain. And there are no stalemates here: It's victory . . . or madness. BZRK unfolds with hurricane force around core themes of conspiracy and mystery, insanity and changing realities, engagement and empowerment, and the larger impact of personal choice. Which side would you choose? How far would you go to win?

The battle against the Lankies has been won. Earth seems safe. Peacetime military? Not on your life. It's been four years since Earth threw its full military prowess against the Lanky incursion. Humanity has been yanked back from the abyss of extinction. The solar system is at peace. For now. The future for Major Andrew Grayson of the Commonwealth Defense Corps and his wife, Halley? Flying desk duty on the front. No more nightmares of monstrous things. No more traumas to the mind and body. But when an offer comes down from above, Andrew has to make a choice: continue pushing papers into retirement, or jump right back into the fight? What's a podhead to do? The remaining Lankies may have retreated in fear, but the threat isn't over. They need to be wiped out for good before they strike again. That'll take a new offensive deployment. Aboard an Avenger warship, Andrew and the special tactics team under his command embark on the ultimate search-and-destroy mission. This time, it'll be on Lanky turf. No big heroics. No unnecessary risks. Just a swift hit-and-run raid in the hostile Capella system. Blow the alien seed ships into oblivion and get the hell back to Earth. At least, that's the objective. But when does anything in war go according to plan?

Let Pippa Roscoe sweep you away to Costa Rica in this deliciously intense marriage bargain romance... A deal forged in paradise. A connection built to last? Skye Soames's search for her family's long-lost diamonds leads her to Benoit Chalendar's mansion in the Costa Rican rain forest. The billionaire offers to help her find the diamonds—if she agrees to marry him! To remain CEO of his company, he must look like he's settling down. For Benoit, watching prim and proper Skye discover her adventurous side among the wildlife and waterfalls is an unexpected thrill. It only fans the flames of their potent attraction. But can their pact survive the test when they return to reality? From Harlequin Presents: Escape to exotic locations where passion knows no bounds. Read all The Diamond Inheritance books: Book 1: Terms of Their Costa Rican Temptation

In the vein of the hit television show *Battlestar Galactica* comes *Earth Strike*—the first book in the action-packed *Star Carrier* science fiction series by Ian Douglas, author of the popular *Inheritance*, *Heritage*, and *Legacy* Trilogies and one of the most adept writers of military sf working today. *Earth Strike* rockets readers into a vast and deadly intergalactic battle, as humankind attempts to bring down an evil empire and establish itself as the new major power. Fans of Robert Heinlein's *Starship Troopers* and Joe Haldeman's *The Forever War*, welcome aboard the *Star Carrier*!

The alien forces known as the Lankies are gathering on the solar system's edge, consolidating their conquest of Mars and setting their sights on Earth. The far-off colony of New Svalbard, cut off from the rest of the galaxy by the Lanky blockade, teeters on the verge of starvation and collapse. The forces of the two Earth alliances have won minor skirmishes but are in danger of losing the

war. For battle-weary staff sergeant Andrew Grayson and the ragged forces of the North American Commonwealth, the fight for survival is entering a catastrophic new phase. Forging an uneasy alliance with their Sino-Russian enemies, the NAC launches a hybrid task force on a long shot: a stealth mission to breach the Lanky blockade and reestablish supply lines with Earth. Plunging into combat against a merciless alien species that outguns, outmaneuvers, and outfights them at every turn, Andrew and his fellow troopers could end up cornered on their home turf, with no way out and no hope for reinforcement. And this time, the struggle for humanity's future can only end in either victory or annihilation.

"The Iliad of the Iraq war" (Tim Weiner)--a gut-wrenching, beautiful memoir of the consequences of war on the psyche of a young man. Eat the Apple is a daring, twisted, and darkly hilarious story of American youth and masculinity in an age of continuous war. Matt Young joined the Marine Corps at age eighteen after a drunken night culminating in wrapping his car around a fire hydrant. The teenage wasteland he fled followed him to the training bases charged with making him a Marine. Matt survived the training and then not one, not two, but three deployments to Iraq, where the testosterone, danger, and stakes for him and his fellow grunts were dialed up a dozen decibels. With its kaleidoscopic array of literary forms, from interior dialogues to infographics to prose passages that read like poetry, Young's narrative powerfully mirrors the multifaceted nature of his experience. Visceral, ironic, self-lacerating, and ultimately redemptive, Young's story drops us unarmed into Marine Corps culture and lays bare the absurdism of 21st-century war, the manned-up vulnerability of those on the front lines, and the true, if often misguided, motivations that drove a young man to a life at war. Searing in its honesty, tender in its vulnerability, and brilliantly written, Eat the Apple is a modern war classic in the making and a powerful coming-of-age story that maps the insane geography of our times.

"Space opera the way it ought to be [...] Bujold and Weber, bend the knee; interstellar adventure has a new king, and his name is Walter Jon Williams." -- George R.R. Martin The first book in the completed Dread Empire's Fall trilogy, followed by The Sundering and Conventions of War. All will must bend to the perfect truth of The Praxis For millennia, the Shaa have subjugated the universe, forcing the myriad sentient races to bow to their joyless tyranny. But the Shaa will soon be no more. The dread empire is in its rapidly fading twilight, and with its impending fall comes the promise of a new galactic order . . . and bloody chaos. A young Terran naval officer marked by his lowly birth, Lt. Gareth Martinez is the first to recognize the insidious plot of the Naxid -- the powerful, warlike insectoid society that was enslaved before all others -- to replace the masters' despotic rule with their own. Barely escaping a swarming surprise attack, Martinez and Caroline Sula, a pilot whose beautiful face conceals a deadly secret, are now the last hope for freedom for every being who ever languished in Shaa chains -- as the interstellar battle begins against a merciless foe whose only perfect truth is annihilation.

"A new series that promises to be just as engrossing [as Frontlines]...the action just as exciting, the science just as solid, the tension just as high. I gulped down the first book in a day, and I am already eager for the next one." --George R. R. Martin Across the six-planet expanse of the Gaia system, the Earthlike Gretia struggles to stabilize in the wake of an interplanetary war. Amid an uneasy alliance to maintain economies, resources, and populations, Aden Robertson reemerges. After devoting twelve years of his life to the reviled losing side, with the blood of half a million casualties on his hands, Aden is looking for a way to move on. He's not the only one. A naval officer has borne witness to inconceivable attacks on a salvaged fleet. A sergeant with the occupation forces is treading increasingly hostile ground. And a young

woman, thrust into responsibility as vice president of her family's raw materials empire, faces a threat she never anticipated. Now, on the cusp of an explosive and wide-reaching insurrection, Aden plunges once again into the brutal life he longed to forget. He's been on the wrong side of war before. But this time, the new enemy has yet to reveal themselves...or their dangerous endgame.

Perfect for current fans and new readers alike, *Knives Over Queens* is an all-new adventure set in London, featuring a fresh cast of characters from the *Wild Cards* universe. Developed by aliens and field-tested on Earth, the virus known as *Xenovirus Takis-A* was released in New York in 1946, changing the course of human history forever. Most of those infected die — and a tiny percentage become deformed beings known as jokers. A lucky few survivors become aces: superhumans gifted with amazing powers. Now the virus has reached Britain. There, Prime Minister Sir Winston Churchill, gifted with extraordinary longevity, together with the Enigma ace Alan Turing, set up a special organization named the Order of the Silver Helix. They will need all of the wild cards they can find if they are to deal with the terrifying mutations spawned by the virus. Edited by #1 New York Times bestselling author George R. R. Martin and Melinda M. Snodgrass, *Knives Over Queens* features the writing talents of Paul Cornell, Marko Kloos, Mark Lawrence, Kevin Andrew Murphy, Emma Newman, Peter Newman, Peadar O Guilin, Melinda M. Snodgrass, Caroline Spector, and Charles Stross. Now in development for TV: Rights to develop *Wild Cards* have been acquired by Universal Cable Productions, the team behind *The Magicians* and *Mr. Robot*, with the co-editor of *Wild Cards*, Melinda Snodgrass, as executive producer. The *Wild Cards* Universe The Original Triad #1 *Wild Cards* #2 *Aces High* #3 *Jokers Wild* The Puppetman Quartet #4: *Aces Abroad* #5: *Down and Dirty* #6: *Ace in the Hole* #7: *Dead Man's Hand* The Rox Triad #8: *One-Eyed Jacks* #9: *Jokertown Shuffle* #10: *Dealer's Choice* #11: *Double Solitaire* #12: *Turn of the Cards* The Card Sharks Triad #13: *Card Sharks* #14: *Marked Cards* #15: *Black Trump* #16: *Deuces Down* #17: *Death Draws Five* The Committee Triad #18: *Inside Straight* #19: *Busted Flush* #20: *Suicide Kings* The Fort Freak Triad #21: *Fort Freak* #22: *Lowball* #23: *High Stakes* The American Triad #24: *Mississippi Roll* #25: *Low Chicago* #26: *Texas Hold 'Em* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Includes the *Aerial Warfare In Europe During World War II* illustrations pack with over 200 maps, plans, and photos. This book is a comprehensive analysis of an air force, the *Luftwaffe*, in World War II. It follows the Germans from their prewar preparations to their final defeat. There are many disturbing parallels with our current situation. I urge every student of military science to read it carefully. The lessons of the nature of warfare and the application of airpower can provide the guidance to develop our fighting forces and employment concepts to meet the significant challenges we are certain to face in the future.

The time has come to take the fight to the Lankies. Mars has been under Lanky control for more than a year. Since then, the depleted forces of Earth's alliances have rebuilt their fleets, staffing old warships with freshly trained troops. Torn between the need to beat the Lankies to the punch and taking enough time to put together an effective fighting force, command has decided to strike now. Once again, seasoned veterans Andrew and Halley find themselves in charge of green troops and at the sharp tip of the spear as the combined military might of Earth goes up against the Lankies. But if there's one constant in war, it's that no battle plan survives first contact with the enemy...and the Lankies want to hold on to Mars as badly as humanity wants to reclaim it.

Humanity is on the ropes, and after years of fighting a two-front war with losing odds, so is North American Defense Corps officer Andrew Grayson. He dreams of dropping out of the service one day, alongside his pilot girlfriend, but as warfare consumes entire planets and conditions on Earth deteriorate, he wonders if there will be anywhere left for them to go.

Far from Earth, on a ship carrying the 13th and 14th generations of descendants from the original crew, life is short. You are born, learn the

tasks needed to keep the ship running, help breed and train the next crew - and your death is ordered by the computer in charge. Gregson, chief of the psych-police, makes sure the computer's death-sentences are carried out quickly and painlessly. His duty is a sacred trust. He knows the intricacies of the system, how it works . . . and how it can be subverted. He is growing old. Rebellious. He also knows his name will soon come up in the computer for elimination. And he has no intention of carrying out his own death-sentence!

A smooth-talking ex-sergeant, accustomed to an easygoing peacetime military, unexpectedly rejoins the fleet and finds soldiers preparing for the strangest thing—war. The two hundred years' (and counting) peace is a time of tranquility that hasn't been seen since...well, never. Mankind in the Galactic Age had finally conquered war, so what was left for the military to do but drink and barbecue? That's the kind of military that Sergeant R. Wilson Rogers lived in before he left the fleet to become a smuggler. But it turns out that smuggling is hard. Like getting-arrested-for-dealing-with-pirates-and-forced-back-into-service kind of hard. It doesn't seem so bad—the military was a perpetual tiki party anyway—but when Rogers returns after only a year away, something has changed. These are soldiers—actual soldiers doing actual soldier things like preparing for a war that Rogers is sure doesn't exist. Rogers vows to put a stop to all this nonsense—even if it means doing actual work. With an experienced ear for military double-speak, Zieja has created a remarkable and sarcastic adventure.

A hostile force ambushes Victory Company during a diplomatic mission. Stranded behind enemy lines, a sergeant must lead a band of survivors against merciless insurgents on a deadly alien world. With no room for error, the Republic's elite fighting force must struggle to survive under siege while waiting on a rescue that might never come.

This book is part of the Army historical community's commemoration of the fiftieth anniversary of World War II. American victory in that conflict was brought about not only by the valor of our fighting men and the immensity of our productive capacity, but also by the availability of superb military intelligence. Much of this intelligence came from the ability of our armed forces to intercept and decipher the most secret communications of their adversaries. For many years security considerations prevented any public mention of these successes in the official histories. Now much of the story can be told. To preserve the memory of the Army's role in this intelligence war, the U. S. Army Center of Military History has joined with the History Office, U. S. Army Intelligence and Security Command (INSCOM), to publish this collection of documents on Army signals intelligence in World War II. INSCOM carries on the heritage of the Army's World War II Signal Security Agency, which by breaking the Japanese diplomatic ciphers and military codes helped speed the way of our forces to victory. The book is intended both for an Army audience and for the general public - including those World War II veterans who participated in the signals intelligence war and who for so many years were constrained to keep their contributions secret. The security barriers have now been lifted, and the Army is proud to acknowledge those contributions. Harold W. Nelson
Charles F. Scanlon
Brigadier General, US Army
Major General, US Army
Chief of Military History
Commanding General, US Army Intelligence and Security Command

Draws on interviews, e-mails, and previously undisclosed documents to reveal how the NFL has endeavored to cover up evidence of the connection between football and brain damage for the past two decades.

A threat looms at the edge of the galaxy... Years have passed since the battle of Kublar, and Wraith is in deep cover for Legion Dark Ops, living a second life on the edge as an irreverent smuggler and bounty hunter under the alias of Captain Keel. As he fights off pirates and double-crossing rebels, Keel comes to realize that the old lines between right and wrong have blurred as the Legion sinks further under the corrupting influence of the House of Reason and its points. When a lucrative night market contract is offered directly to Wraith to hunt down an enigmatic warlord, the former legionnaire winds up on a galactic-wide search that brings him face to face with the galaxy's most notorious

bounty hunter, a living legend known as Tyrus Rechs. The pair soon discover that the man they both hunt is more powerful than either imagined... and is poised to overthrow the Republic. With a cloud of darkness growing and a planet pitched in war, Wraith must choose whether his true allegiances lie with himself... or with his brothers still in the Legion. Military sci-fi meets space opera in this world-spanning adventure. Start reading now to see how expansive Galaxy's Edge is with this brief interlude in the ongoing story of the legionnaires of Victory Company!

The assault on Earth was thwarted by the destruction of the aliens' seed ship, but with Mars still under Lanky control, survivors work frantically to rebuild fighting capacity and shore up planetary defenses. Platoon sergeant Andrew Grayson must crash-course train new volunteers--all while dulling his searing memories of battle with alcohol and meds. Knowing Earth's uneasy respite won't last, the North American Commonwealth and its Sino-Russian allies hurtle toward two dangerous options: hit the Lanky forces on Mars or go after deserters who stole a fleet of invaluable warships critical to winning the war. Assigned to a small special ops recon mission to scout out the renegades' stronghold on a distant moon, Grayson and his wife, dropship pilot Halley, again find themselves headed for the crucible of combat--and a shattering new campaign in the war for humanity's future.

Jason Burke was a man hiding from himself in a small cabin high in the American Rocky Mountains when his simple, quiet life was shattered one night by what he first assumed was an aviation mishap. But when he investigates the crash, what he finds will yank him out of his self-imposed exile and thrust him into a world he could have never imagined. He suddenly finds himself trapped on a damaged alien spacecraft and plunged into a universe of interstellar crime lords and government conspiracies, along the way meeting strange new friends... and enemies. As he struggles to find his way back home he is inexorably drawn deeper into a world where one misstep could mean his death. Or worse. He desperately wants to get back to Earth, but it may be the end for him. ... or is it just the beginning?

"I gulped down Ballistic in one long read, staying awake half the night, and now I want the next one!" --George R. R. Martin There is a personal price to pay for having aligned with the wrong side in a reckless war. For Aden Jansen it's the need to adopt a new identity while keeping his past hidden. Now he's integrated himself aboard the Zephyr, a merchant ship smuggling critical goods through dangerous space. But danger is imminent on planet Gretia, as well. Under occupation, torn between postwar reformers and loyalists, it's a polestar for civil unrest. Meanwhile an occupation forces officer is pulled right back into the fray when the battle alarm is raised, an ambitious heiress is entangled in a subversive political conspiracy, and an Allied captain is about to meet the enemy head-on. As Aden discovers, the insurgents on Gretia--and in space--are connected, organized, and ready to break into full-scale rebellion. History is threatening to repeat itself. It's time that Aden rediscovers who he is, whom he can trust, and what he must fight for now.

Soon to be a show on Hulu! In Low Chicago, a gang of criminals scattered throughout the past threaten the stability of the world in George R. R. Martin's latest Wild Cards adventure. The stakes were already high enough at Giovanni Galante's poker table that night in Chicago. Poker. Dealer's choice. Seven players. A million-dollar cash buy-in. But after a superpowered mishap, the most high-profile criminals in the city are scattered throughout the past and their schemes across time threaten the stability of the world. Perfect for current fans and new readers alike, Low Chicago is an all-new time travel adventure that highlights the criminal underworld of 1920s Chicago, featuring a fresh cast of characters from the Wild Cards universe. Co-edited by #1 New York Times bestselling author George R. R. Martin and Melinda M. Snodgrass (screenwriter, Star Trek), Low Chicago features the writing talents of Saladin Ahmed (author of the bestselling comic Black Bolt), Paul Cornell (screenwriter, Doctor Who), Marko Kloos (author of the bestselling Frontlines series), John Jos. Miller, Mary Anne Mohanraj

(Bodies in Motion, The Stars Change), Hugo, Nebula, World Fantasy and Theodore Sturgeon Award finalist Christopher Rowe, Kevin Andrew Murphy, and Melinda M. Snodgrass. "Martin has assembled an impressive array of writers. . . . Progressing through the decades, Wild Cards keeps its momentum."—Locus Now in development for TV: Rights to develop Wild Cards have been acquired by Universal Cable Productions, the team behind The Magicians and Mr. Robot, with the co-editor of Wild Cards, Melinda Snodgrass, as executive producer. The Wild Cards Universe The Original Triad #1 Wild Cards #2 Aces High #3 Jokers Wild The Puppetman Quartet #4: Aces Abroad #5: Down and Dirty #6: Ace in the Hole #7: Dead Man's Hand The Rox Triad #8: One-Eyed Jacks #9: Jokertown Shuffle #10: Dealer's Choice #11: Double Solitaire #12: Turn of the Cards The Card Sharks Triad #13: Card Sharks #14: Marked Cards #15: Black Trump #16: Deuces Down #17: Death Draws Five The Committee Triad #18: Inside Straight #19: Busted Flush #20: Suicide Kings The Fort Freak Triad #21: Fort Freak #22: Lowball #23: High Stakes The American Triad #24: Mississippi Roll #25: Low Chicago #26: Texas Hold 'Em At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Terms of Enlistment47 North

A great silence has settled upon a drowned world. In the final battle of their final war, the massive citysubs Universalis and Population reduced each other to ruins. One lays wrecked on the seafloor. The other, beached and lifeless, litters the island of pristine polar ice it tried to destroy. Pockets of survivors huddle together. On the frigid surface, Ralla Gattley and Thom Vargas cling to life and each other. Below, the soldier Geran Lo fights relentlessly to free trapped and drowning civilians. As they struggle against a world determined to kill them, a new and even more dangerous menace approaches. Undersea Atrophia is the second book in the Undersea Saga.

2015: Astronaut Reid Malenfant is flying over the African continent, intent on examining a mysterious glowing construct in Earth's orbit. The first book in the revolutionary New York Times bestselling Expanse series, a modern masterwork of science fiction. Leviathan Wakes introduces Captain James Holden, his crew, and Detective Miller as they unravel a horrifying solar system wide conspiracy that begins with a single missing girl. Now a Prime Original series. Humanity has colonized the solar system - Mars, the Moon, the Asteroid Belt and beyond - but the stars are still out of our reach. Jim Holden is XO of an ice miner making runs from the rings of Saturn to the mining stations of the Belt. When he and his crew stumble upon a derelict ship, the Scopuli, they find themselves in possession of a secret they never wanted. A secret that someone is willing to kill for - and kill on a scale unfathomable to Jim and his crew. War is brewing in the system unless he can find out who left the ship and why. Detective Miller is looking for a girl. One girl in a system of billions, but her parents have money and money talks. When the trail leads him to the Scopuli and rebel sympathizer Holden, he realizes that this girl may be the key to everything. Holden and Miller must thread the needle between the Earth government, the Outer Planet revolutionaries, and secretive corporations - and the odds are against them. But out in the Belt, the rules are different, and one small ship can change the fate of the universe. "Interplanetary adventure the way it ought to be written." - George R. R. Martin The Expanse Leviathan Wakes Caliban's War Abaddon's Gate Cibola Burn Nemesis Games Babylon's Ashes Persepolis Rising Tiamat's Wrath The Expanse Short Fiction The Butcher of Anderson Station Gods of Risk The Churn The Vital Abyss Strange Dogs Auberon

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